



Visual Boy Advance-M

The continuing development of the legendary VBA gameboy advance emulator.

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Alternate Cartridge Types

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2 posts • Page 1 of 1

Alternate Cartridge Types

📄 by **WindFish** » Tue Mar 16, 2010 2:00 pm



WindFish
Junior Member

Posts: 1
Joined: Tue Mar 16, 2010 1:42 pm

One of the things that always frustrated me about the original VBA was its complete inability to properly emulate alternate cartridge types (mostly original GB stuff).

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While there are some other emulators that will run things like Game Boy Camera, there are other games that are completely unsupported, such as the games made by Wisdom Tree.

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What I'm wondering is - is there any chance this will be fixed in the foreseeable future, or is this issue too complex for me to expect a fix anytime soon?



Alternate Cartridge Types

📄 by **spacy51** » Tue Mar 16, 2010 3:31 pm



spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

The problem is, that those special cartridges usually need a lot of investigation and reverse engineering in order to understand the additional chips used.

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It's questionable whether the resulting user experience is worth the effort.



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2 posts • Page 1 of 1

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